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Specifying and measuring quality of service in distributed object systems

Loyall, J.P.; Schantz, R.E.; Zinky, J.A.; Bakken, D.E.;
Object-Oriented Real-time Distributed Computing, 1998. (ISORC 98) Proceedings. 1998 First International Symposium on
Digital Object Identifier: 10.1109/ISORC.1998.666767
Publication Year: 1998 , Page(s): 43 - 52

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Distributed applications are difficult to build and maintain and are even more difficult when the applications are distributed over wide-area networks. Distributed Object Computing middleware has emerged to simplify the building of distributed applications by hiding implementation details behind functional interfaces. However, critical applications have non-functional requirements, such as real-time performance, dependability, or security, that are as important as the functional

requirements, but are also hidden by the middleware. Because current distributed object middleware doesn't support these aspects of critical applications, application developers often find themselves bypassing the distributed object systems, effectively gaining little or no advantage from the middleware. We have developed Quality Objects (QuO), a framework for including Quality of Service (QoS) in distributed object applications. QuO supports the specification of QoS contracts between clients and service providers, runtime monitoring of contracts, and adaptation to changing system conditions. A crucial aspect of QuO is a suite of Quality Description Languages for describing states of QoS, system elements that need to be monitored to measure the current QoS, and notification and adaptation to trigger when the state of QoS in the system changes. This paper gives a brief overview of QuO and describes the syntax and semantics of CDL, the component of QDL for describing QoS contracts Read More»

-

□

Trigger Mechanism of Context Transfers in Seamless Handovers for Multimedia Applications

Yonghui Zhang; Xinhua Jiang; Lijun Luo;
Communication Technology, 2006. ICCT '06. International Conference on
Digital Object Identifier: 10.1109/ICCT.2006.341755
Publication Year: 2006 , Page(s): 1 - 4

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Abstract

RSVP faces challenges from resource-engross and switching or thrashing when in handover process, especially when in group mobility and for multimedia applications. This paper proposed a scheme on seamless handover, developed a context transfer mechanism that can keep access routers and home agent informed of handover, AAA and QoS messages before anticipated handover. And a simplification to the HO sequencing with AAA process was made. The context transfer triggered by positioning information approaching cell edge. Constraint condition of mobile node's path probability is introduced from traffic management system to enhance path predicting precision of high-speed mobile nodes. Path attaching is introduced to deduce the whole overhead. Simulation showed that the scheme lessens resource possession, enhances QoS and smoothes handover procedure. The simulation data also showed that time setforward of context transfer is critical to the performance. Read More»

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Publication Title

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- ☐ Communication Technology, 2006. ICCT '06. International Conference on (1)

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